

1 CLAIM LISTING

2 1 - 24 Canceled

3
4 25. (New) A gaming system including:

- 5 (a) a gaming machine including a game presentation arrangement capable of
6 producing a respective game presentation for any one of a number of different
7 games;
- 8 (b) a player detecting arrangement separate from the gaming machine for detecting a
9 player as the player traverses a gaming facility and approaches an area of the
10 gaming facility in which the gaming machine is located;
- 11 (c) a player data collection arrangement for storing player preference information for
12 the player;
- 13 (d) a system configuration arrangement for producing a system configuration
14 command specifying a game presentation likely to be favored by the player based
15 on the player preference information for the detected player; and
- 16 (e) a game modification controller in communication with the system configuration
17 arrangement and with the gaming machine, the game modification controller for
18 receiving the system configuration command from the system configuration
19 arrangement and for communicating presentation switching instructions to the
20 gaming machine, the presentation switching instructions causing the gaming
21 machine to switch from a first game presentation to the game presentation likely
22 to be favored by the player prior to an arrival of the player at the gaming machine.

1 26. (New) The gaming system of claim 25 wherein the player detecting arrangement includes
2 a player location determining arrangement for determining the location of the player in a
3 gaming facility in which the gaming machine is located.

4
5 27. (New) The gaming system of claim 26 wherein the player carries an identifying device
6 and wherein the player location determining arrangement includes a reading device for
7 remotely reading identifying information from the identifying device.

8
9 28. (New) The gaming system of claim 26 wherein the player carries an identifying device
10 and wherein the player location determining arrangement includes a receiver device for
11 remotely receiving identifying information transmitted from the identifying device.

12
13 29. (New) The gaming system of claim 26 wherein the player carries a transponder
14 transmitting a player identifying signal, and wherein the player location determining
15 arrangement includes a receiving arrangement for determining the location of the player
16 based upon the player identifying signal.

17
18 30. (New) The gaming system of claim 25 wherein the player detecting arrangement detects
19 the player by reading information associated with a player card which is usable by the
20 player in the gaming facility in which the gaming machine is located.

1 31. (New) The gaming system of claim 25 wherein the area of the gaming machine is located
2 in a hotel room and wherein the player detecting arrangement detects the player through a
3 check-in procedure for the hotel room.
4

5 32. (New) A gaming system including:

- 6 (a) a gaming machine including a game presentation arrangement capable of
7 producing a respective game presentation for any one of a number of different
8 games, the gaming machine being located in a hotel room;
9 (b) a detecting arrangement for detecting that a person has been assigned to the hotel
10 room in which the gaming machine is located;
11 (c) a player data collection arrangement for storing player preference information for
12 the person assigned to the hotel room;
13 (d) a system configuration arrangement for producing a system configuration
14 command based on the player preference information for the person assigned to
15 the hotel room; and
16 (e) a game modification controller in communication with the system configuration
17 arrangement and with the gaming machine, the game modification controller for
18 responding to the system configuration command by communicating presentation
19 switching instructions to the gaming machine, the presentation switching
20 instructions causing the gaming machine to produce a game presentation specified
21 by the presentation switching instructions.
22

1 33. (New) The gaming system of claim 32 wherein the detecting arrangement detects that the
2 person has been assigned to the hotel room by receiving room check-in information.
3

4 34. (New) A method of changing a first game presentation produced by a gaming machine in
5 a gaming facility, the method including:

6 (a) detecting a player as the player is traversing the gaming facility and is approaching
7 an area in which the gaming machine is located, the gaming machine having the
8 capability of producing a respective game presentation for any one of a number of
9 different games;

10 (b) retrieving stored player preference information for the player;

11 (c) producing a system configuration command based on the retrieved player
12 preference information for the player, the system configuration command
13 specifying a second game presentation different from the first game presentation;

14 (d) communicating presentation switching instructions to the gaming machine in
15 response to the system configuration command; and

16 (e) changing from the first game presentation at the gaming machine to the second
17 game presentation, the change being in response to the presentation switching
18 instructions and being performed prior to an arrival of the player at the gaming
19 machine.
20

21 35. (New) The method of claim 34 wherein the new game presentation includes an attract
22 display tailored for the respective player.

- 1 36. (New) The method of claim 34 wherein detecting the player includes receiving a
2 transponder signal transmitted from a transponder carried by the player.
3
- 4 37. (New) The method of claim 34 wherein detecting the player includes remotely reading an
5 identification device carried by the player.
6
- 7 38. (New) The method of claim 34 wherein the gaming machine is located in a hotel room
8 and wherein detecting the player includes receiving room check-in information.
9
- 10 39. (New) A method of changing a game presentation produced by a gaming machine in a
11 gaming facility, the method including:
12 (a) detecting that a player has been assigned to a hotel room in which the gaming
13 machine is located;
14 (b) retrieving stored player preference information for the player;
15 (c) producing a system configuration command based on the retrieved player
16 preference information for the player, the system configuration command
17 identifying a game presentation likely to be favored by the player;
18 (d) communicating presentation switching instructions to the gaming machine in
19 response to the system configuration command; and
20 (e) changing from the game presentation at the gaming machine to the game
21 presentation likely to be favored by the player, the change from the game

1 presentation being performed in response to the presentation switching
2 instructions.

3
4 40. (New) The method of claim 39 wherein detecting that the player has been assigned to the
5 hotel room includes receiving room check-in information.

6
7 41. (New) A program product for configuring a gaming machine having the ability to
8 produce a respective game presentation for a number of different games, the program
9 product being stored on a computer readable medium and including:

10 (a) system configuration program code executable for retrieving game preference
11 information on a player that has been detected traversing a gaming facility toward
12 an area of the gaming facility in which the gaming machine is located, and for
13 producing a system configuration command specifying a game presentation likely
14 to be favored by the player based on the retrieved game preference information on
15 the player; and

16 (b) presentation switching program code executable for responding to the system
17 configuration command by communicating presentation switching instructions to
18 the gaming machine, the presentation switching instructions being effective for
19 causing the gaming machine to switch from a first game presentation at the
20 gaming machine to the game presentation likely to be favored by the player, the
21 switch occurring prior to an arrival of the player at the gaming machine.

- 1 42. (New) A program product for configuring a gaming machine having the ability to
2 produce a respective game presentation for a number of different games, the program
3 product being stored on a computer readable medium and including:
- 4 (a) system configuration program code executable for retrieving game preference
5 information on a player that has been assigned to a hotel room in which the
6 gaming machine is located, and for producing a system configuration command
7 identifying a second game presentation based on the retrieved game preference
8 information on the player; and
- 9 (b) presentation switching program code executable for responding to the system
10 configuration command by communicating presentation switching instructions to
11 the gaming machine, the presentation switching instructions being effective for
12 causing the gaming machine to switch from a first game presentation at the
13 gaming machine to the second game presentation.